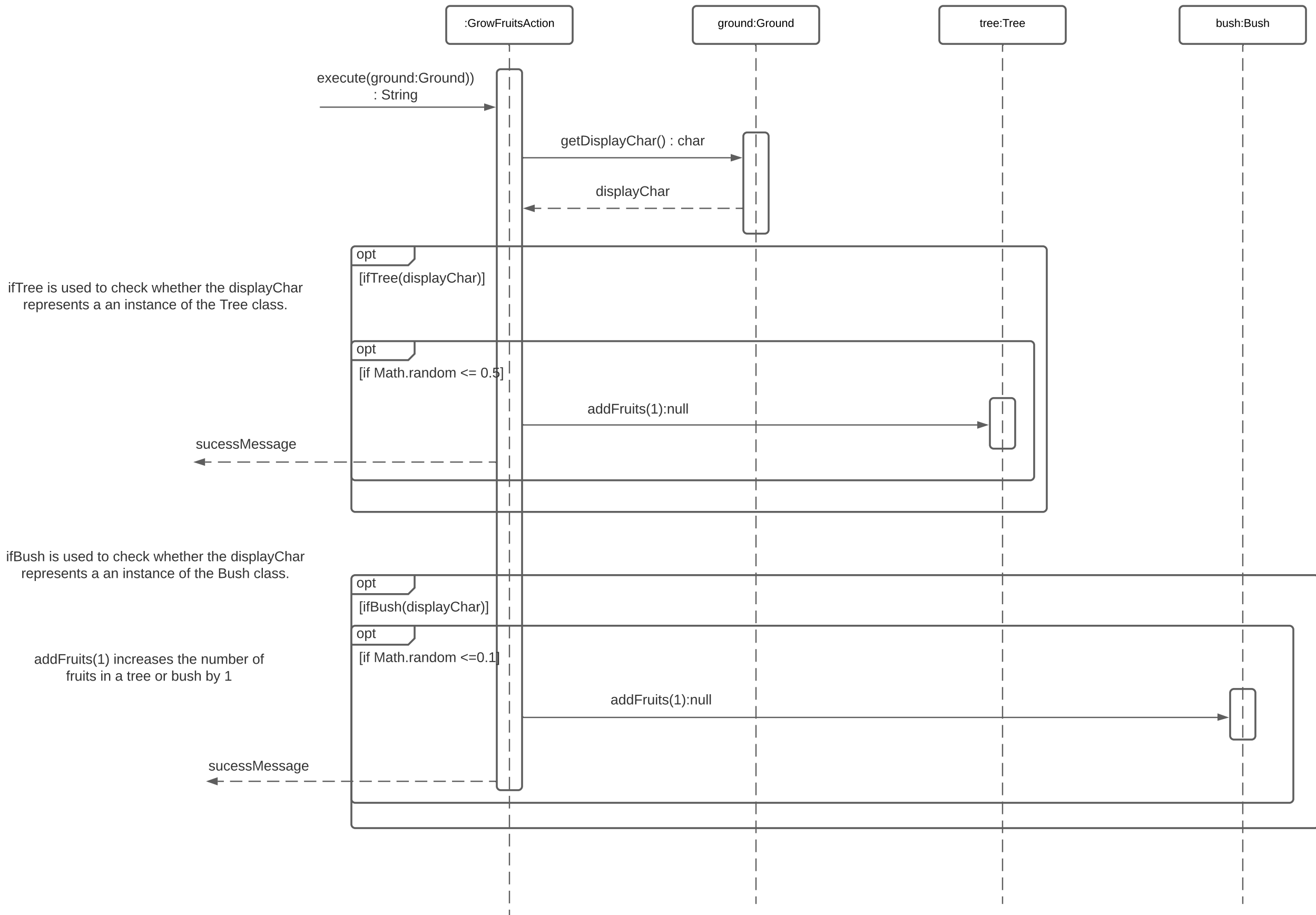
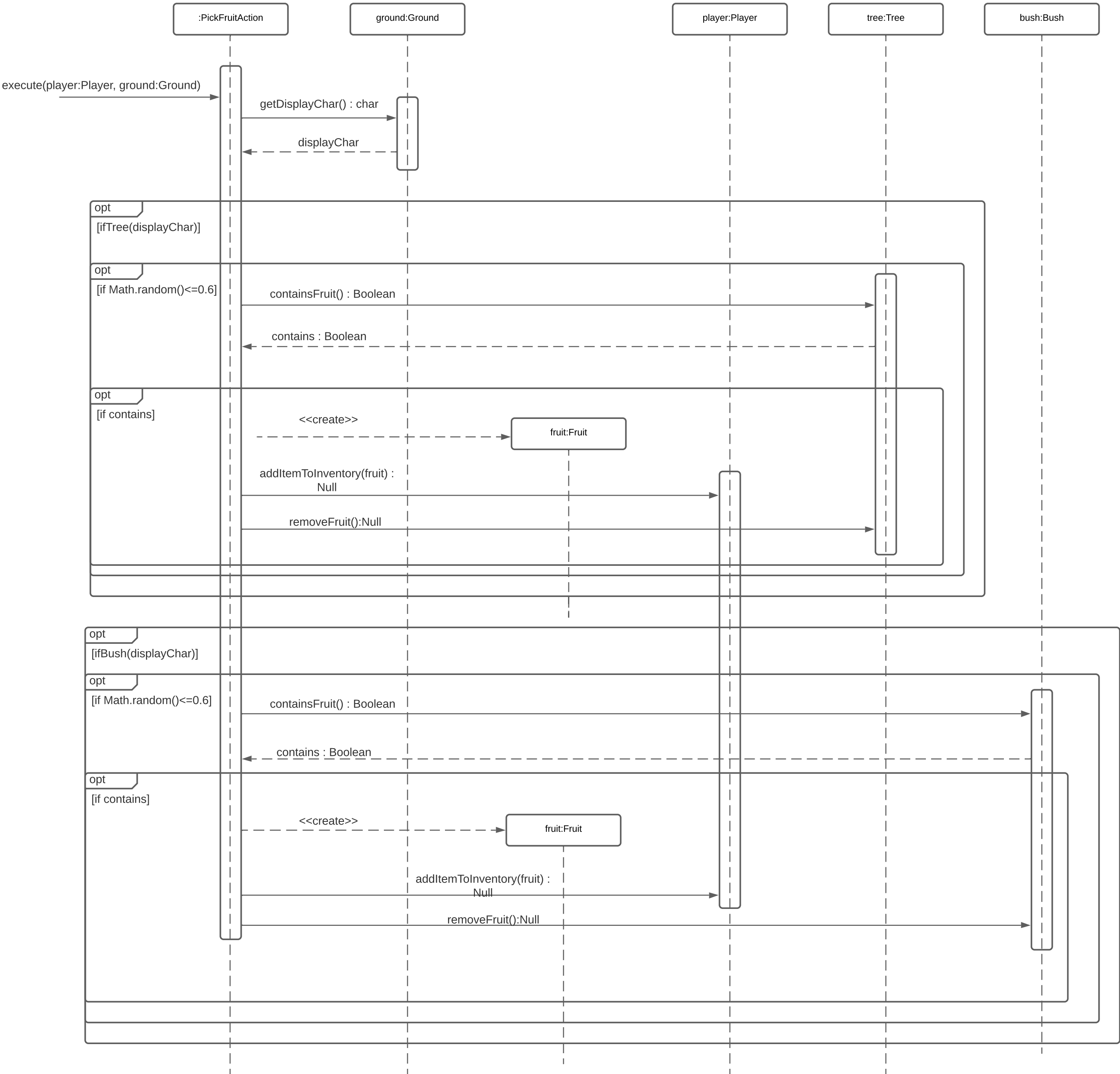


Sequence Diagram  
For GrowFruitsAction



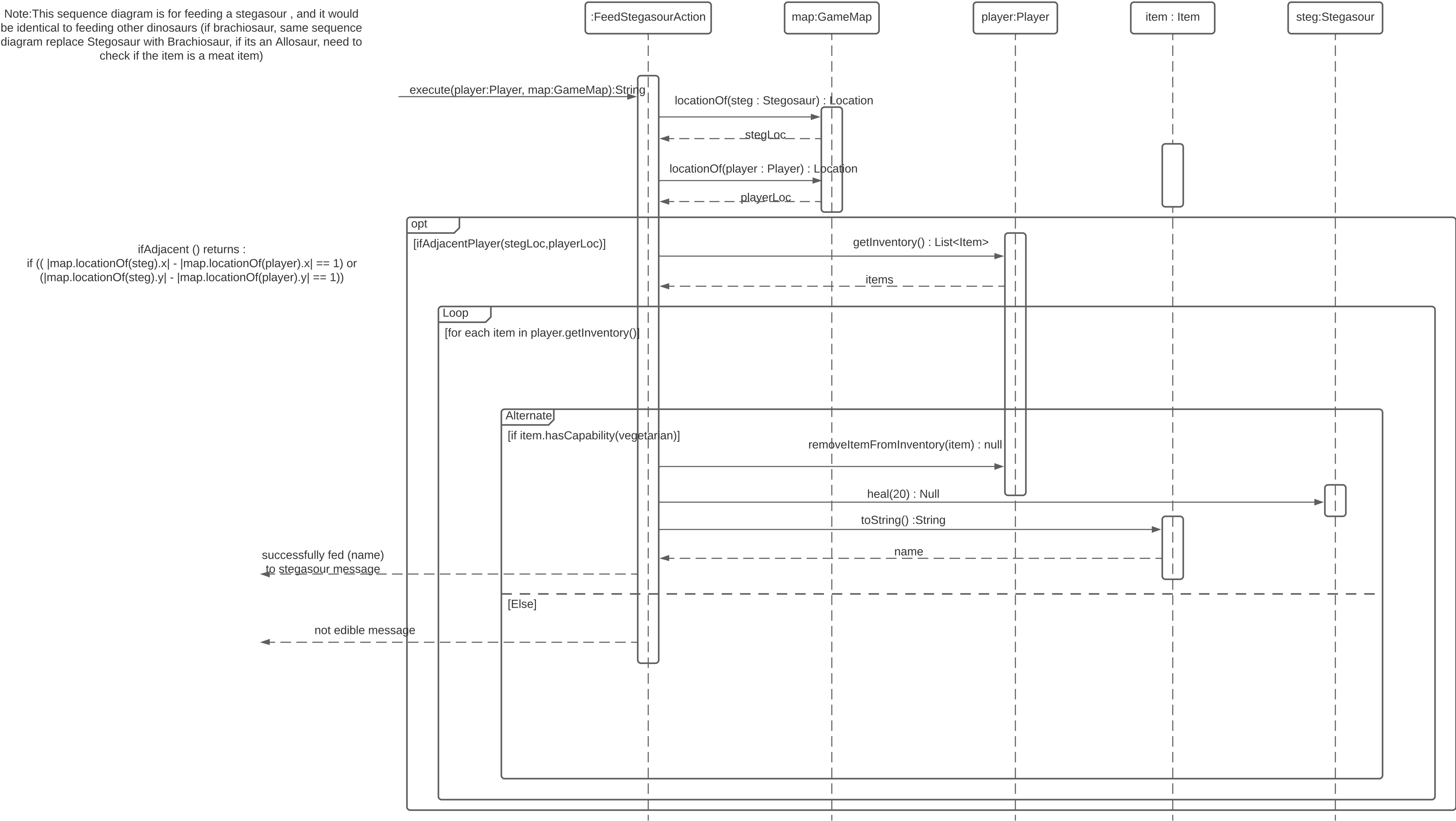
Sequence Diagram  
For PickFruitAction



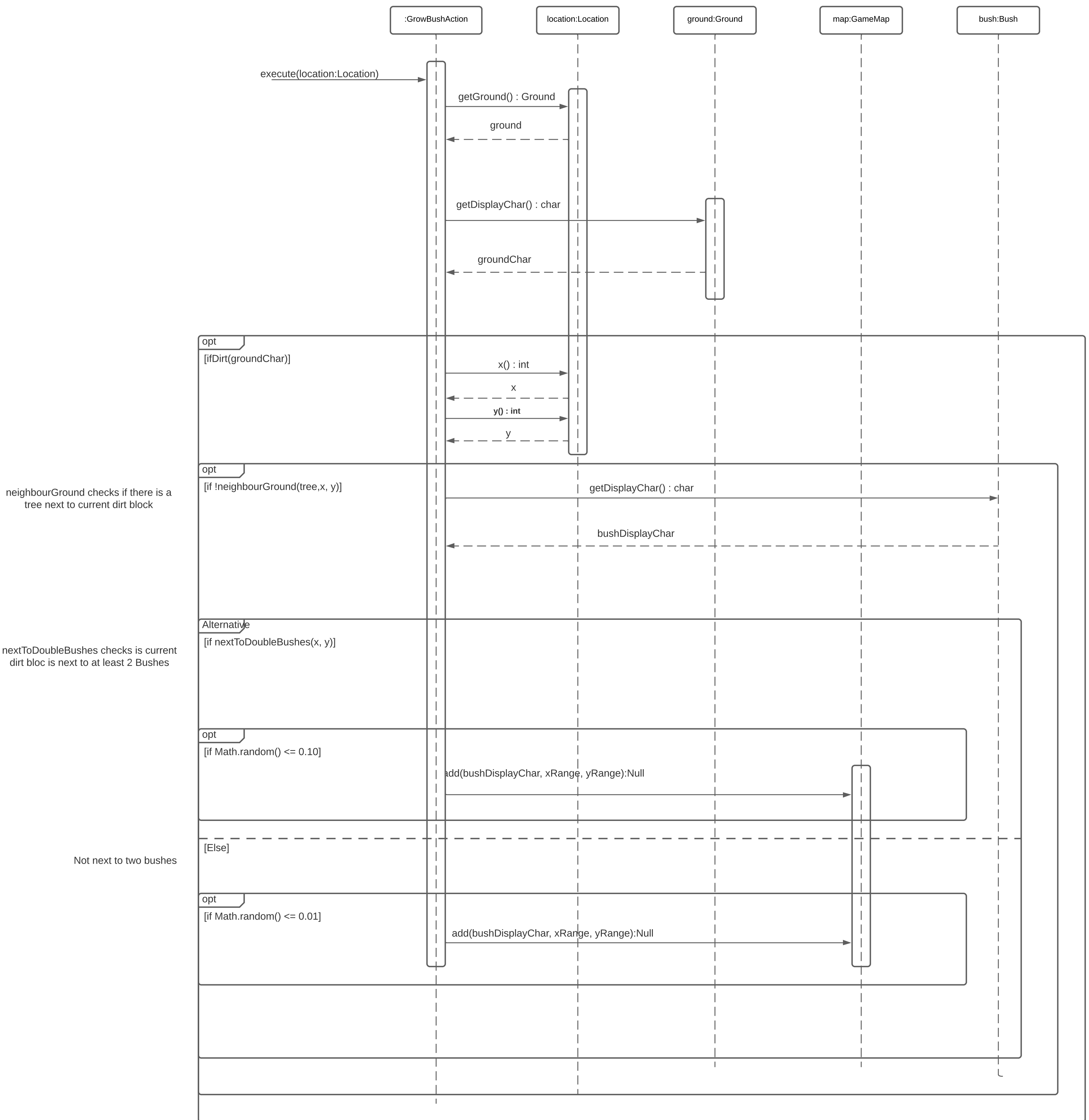
Sequence Diagram  
For  
FeedStegasaurAction

Note: steg is an instance variable of  
FeedStegasourAction class

Note: This sequence diagram is for feeding a stegasour , and it would  
be identical to feeding other dinosaurs (if brachiosaur, same sequence  
diagram replace Stegosaur with Brachiosaur, if its an Allosaur, need to  
check if the item is a meat item)



### Sequence Diagram For GrowBushAction



# Sequence Diagram for BuyItemAction

Note: buyItem is an instance variable of BuyItemActionClass

